

In the Claims:

1. (Previously Presented) A method for providing access to a sequence of audio segments accessible by an audio server comprising:
 - (a) receiving a request for playing the sequence of audio segments, wherein the sequence of audio segments comprises at least portions of network-related announcements to be played to a recipient, the sequence being identified by an audio identifier;
 - (b) locating, in an audio server database, the sequence of audio segments based on the audio identifier; and
 - (c) playing the sequence of audio segments to the recipient so that the recipient is apprised of at least one network-related announcement.
2. (Previously Presented) The method of claim 1 wherein receiving a request includes receiving a request from a media gateway control protocol (MGCP) call agent.
3. (Previously Presented) The method of claim 2 wherein receiving a request includes receiving an MGCP NotifyRequest command from the call agent.
4. (Previously Presented) The method of claim 1 wherein playing the sequence includes transmitting audio data packets to a gateway over a packet-based network, and wherein the gateway plays the sequence.
5. (Previously Presented) The method of claim 1 wherein receiving a request for playing the sequence of audio segments includes receiving a request for playing the sequence of audio segments wherein at least one of the audio segments is a variable.
6. (Previously Presented) The method of claim 5 wherein playing the sequence of audio segments includes resolving the variable into an audio segment.
7. (Previously Presented) A method for providing access to elements of a set of stored audio data comprising:

(a) receiving a request generated by a network component, said request comprising a request to play an audio segment to a recipient, the audio segment relating to a network-related announcement, the request including an audio identifier for identifying a set containing the audio segment and a selector for specifying a member of the set corresponding to the audio segment; and

(b) selecting the audio segment to be played based on the audio identifier and the selector.

8. (Previously Presented) The method of claim 7 wherein the set contains a plurality of levels of audio data qualifiers and the selector specifies a path through the levels that leads to the member corresponding to the audio segment to be played.

9. (Previously Presented) The method of claim 7 wherein the set contains a plurality of levels of audio data qualifiers and the selector specifies a partial path through the levels and selecting the audio segment to be played includes traversing the levels in an order specified by the selector and supplying default paths through levels not specified by the selector.

10. (Previously Presented) The method of claim 7 wherein receiving a request to play an audio segment includes receiving a request from a media gateway control protocol (MGCP) call agent.

11. (Previously Presented) The method of claim 10 wherein receiving a request to play an audio segment includes receiving an MGCP NotifyRequest command from the MGCP call agent.

12. (Previously Presented) A method for providing access to stored audio data segments corresponding to variables comprising:

(a) receiving a request to play a sequence of audio data segments, the sequence adapted to convey a network-related announcement to a recipient, the request including a variable; and
(b) determining whether the variable is an embedded variable;

(c) in response to determining that the variable is an embedded variable, resolving a sequence of audio data segments containing the variable and resolving the variable; and
(d) playing the sequence including the variable.

13. (Previously Presented) The method of claim 12 comprising, in response to determining that the variable is not an embedded variable, resolving the variable into at least one audio data segment based on at least one of type, subtype, and value of the variable.

14. (Previously Presented) The method of claim 13 wherein the variable is a multilanguage variable and wherein resolving the variable includes selecting audio data segments to be played based on a language specified by the variable.

15. (Previously Presented) The method of claim 12 wherein the variable is a multilanguage variable and wherein resolving the variable includes selecting audio data segments to be played based on a language specified by the variable.

16. (Previously Presented) The method of claim 12 wherein receiving a request to play the sequence includes receiving a request including a variable and a selector and resolving the variable includes identifying a set containing an audio data segment to be played.

17. (Previously Presented) The method of claim 16 further comprising identifying the audio data segment to be played based on the selector.

18. (Previously Presented) The method of claim 13 wherein receiving a request to play the sequence includes receiving a request including a variable and a selector, wherein resolving the variable includes identifying a set containing an audio data segment to be played.

19. (Previously Presented) The method of claim 18 comprising identifying the audio data segment to be played based on the selector.

20-35. (Cancelled).

36. (Previously Presented) A sequence processor for providing access to a sequence of audio segments accessible by an audio server, the sequence processor comprising:

(a) means for receiving a request for playing the sequence of stored audio segments, wherein the audio segments comprise at least portions of network-related announcements to be played to a recipient, the sequence being identified by an audio identifier;

(b) means for locating, in an audio server database, a provisioned sequence of audio segments based on the audio identifier; and

(c) means for playing the sequence of audio segments to the recipient so that the recipient is apprised of at least one network-related announcement.

37. (Original) The sequence processor of claim 36 wherein the means for receiving a request comprises means for receiving a request from a media gateway control protocol (MGCP) call agent.

38. (Previously Presented) The sequence processor of claim 36 wherein the means for playing the sequence includes means for transmitting the audio segments to a gateway over a packet-based network, and wherein the gateway plays the sequence.

39. (Original) The sequence processor of claim 36 wherein the means for receiving a request includes means for receiving a sequence including at least one variable and wherein the means for playing the sequence of audio segments includes means for resolving the variable into an audio data segment.

40. (Previously Presented) A set processor for providing access to elements of a set of stored audio data, the set processor comprising:

(a) means for receiving a request generated by a network component, requesting to play an audio segment to a recipient, the audio segment comprising at least a portion of a network-related announcement to be played to a recipient, the request including an audio identifier for identifying a set containing the audio segment and a selector for specifying a member of the set corresponding to the audio segment; and

(b) means for selecting the audio segment to be played based on the audio identifier and the selector.

41. (Previously Presented) The set processor of claim 40 wherein the set contains a plurality of levels of audio data qualifiers and the selector specifies a path through the levels that leads to the member corresponding to the audio segment to be played, wherein the means for selecting the audio segment to be played to the recipient includes means for traversing the set based on the path specified by the selector.

42. (Previously Presented) The set processor of claim 40 wherein the set contains a plurality of levels of audio data qualifiers and the selector specifies a partial path through the levels and the means for selecting the audio data segment to be played includes means for traversing the levels in the order specified by the selector and supplying default paths through the levels not specified by the selector.

43. (Previously Presented) A variable processor for providing access to stored audio data segments corresponding to variables, the variable processor comprising:

(a) means for receiving a request to play a sequence of audio segments, the sequence adapted to convey a network-related announcement to a recipient, the request including a multilanguage variable specifying a language in which the audio sequence is to be played;

(b) means for resolving the multilanguage variable into at least one audio segment based on the language specified in the request; and

(c) means for playing the audio segment.

44. (Previously Presented) The variable processor of claim 43 wherein the means for resolving the multilanguage variable includes means for selecting audio segments having inflections in accordance with the language specified in the request.

45. (Original) The variable processor of claim 43 comprising means for qualifying the multilanguage variable after resolving the multilanguage variable using a selector.

46-51. (Cancelled).

52. (Currently Amended) A method for accessing stored audio data comprising:

(a) transmitting a request to an audio server for playing stored audio data, the request including an audio identifier identifying a sequence of audio segments to be played and a selector for specifying a member of the sequence;

(b) locating, in an audio server database, a sequence of provisioned audio segments corresponding to the audio identifier; and

(c) playing the sequence of audio segments to a recipient to convey a network-related announcement.

53. (Original) The method of claim 52 wherein transmitting a request to an audio server includes transmitting a request from a media gateway control protocol (MGCP) call agent to an audio server.

54. (Previously Presented) The method of claim 52 wherein playing the sequence of audio segments to the user includes sending the sequence of audio segments to the recipient over a packet-based network.

55. (Previously Presented) A method for accessing stored audio data comprising:

(a) transmitting a request to an audio server to play an audio segment, the audio segment including at least a portion of a network-related announcement to be played to a recipient, the request including an audio identifier for identifying a set containing the audio segment and a selector for specifying a member of the set corresponding to the audio segment; and

(b) selecting the audio segment to be played based on the audio identifier and the selector.

56. (Original) The method of claim 55 wherein transmitting a request to an audio server comprises transmitting a request from a media gateway control protocol (MGCP) call agent to the audio server.

57. (Original) The method of claim 55 wherein the set contains a plurality of levels of audio data qualifiers and the selector specifies a path through the levels that leads to the member corresponding to the audio segment to be played.

58. (Original) The method of claim 55 wherein the set contains a plurality of levels of audio data qualifiers and the selector specifies a partial path through the levels and selecting the audio data segment to be played includes traversing the levels in the order specified by the selector and supplying default paths through levels not specified by the selector.

59. (Previously Presented) A computer storage medium comprising software for instructing a computer to:

- (a) provide a first data field containing an audio identifier representing a set containing a plurality of members representing audio segments comprising at least portions of network-related announcements to be played to a recipient; and

- (b) provide a second data field containing a selector for selecting one of the members in the set.

60. (Previously Presented) An audio server comprising:

- (a) an interface card for receiving a request for playing a sequence of stored audio data segments, the audio data segments comprising at least portions of network-related announcements to be played to a recipient, the sequence being identified by an audio identifier;

- (b) an audio server database embodied in a memory device storing provisioned sequences of audio data segments; and

- (c) a processor programmed to extract a sequence of audio segments from the audio server database using the audio identifier in the request.

61. (Previously Presented) The audio server of claim 60, comprising at least one digital signal processing (DSP) card for converting the sequence of audio data segments extracted from the audio server database into a format for playing to the recipient.

62. (Original) The audio server of claim 60, wherein the audio server database includes sets having members representing audio data segments, and each of the members being selectable by a selector, and wherein the processor is programmed to locate a set in the audio server database based on an audio identifier received in a request and to locate a member in the set based on the selector received in a request.

63. (Currently Amended) A method for providing access to audio data segments accessible by an audio server comprising:

(a) receiving a request for playing audio data segments, the audio data segments comprising at least a portion of a network-related announcement to be played to a recipient, the request including a first at least one parameter for identifying the audio data segments and a second parameter for selecting one of the audio segments;

(b) locating, in an audio server database, the audio data segments based on the first parameter; and

(c) playing the audio segments.

64. (Currently Amended) The method of claim 63, wherein the first parameter is an audio identifier for identifying a sequence of audio data segments, and wherein locating the audio data segments includes locating the sequence of audio data segments based on the audio identifier.

65. (Currently Amended) The method of claim 63, wherein receiving a request for playing audio data segments includes receiving a request including an audio identifier for identifying a set of audio data segments and a selector for selecting members of the set, and wherein locating the audio segments in the audio server database includes locating the segments based on the audio identifier and the selector, wherein the second parameter is the selector.

66. (Currently Amended) The method of claim 63, wherein the first parameter is a variable, and wherein locating the audio data segments in the audio server database includes resolving the variable into an audio data segment.

67. (Previously Presented) A computer storage medium comprising software for instructing a computer to:

(a) provide an event symbol recognizable by an audio server for instructing the audio server to detect or perform an action, the event symbol including a play announcement parameter for instructing the audio server to play a network-related announcement;

(b) provide a first parameter associated with the event symbol for defining how the audio server detects or performs the action, the first parameter including an announcement parameter for indicating the network-related announcement to be played; and

(c) provide an audio identifier associated with the announcement parameter for uniquely identifying an audio segment including the network-related announcement to be played.

68. (Previously Presented) The computer storage medium of claim 67 comprising a variable parameter associated with the play announcement parameter for instructing the audio server to resolve a variable into an audio identifier and play the announcement specified by the audio identifier.

69. (Previously Presented) The computer storage medium of claim 67 comprising a set parameter and a selector parameter associated with the play announcement parameter for instructing the audio server to access a set of stored audio segments and locate the audio segment containing the announcement to be played based on the selector.